AMENDMENT TO THE CLAIMS:

Claims 1-37. (Cancelled)

38. (Currently amended) A stream correction apparatus for receiving an input stream in which motion data of plural components <u>constructing</u> ~~constituting~~ computer graphics are packetized with time information in time sequence, and for correcting a part of the input stream, said apparatus comprising:

a user interface unit operable to select a component to be operated by a user from among the plural components and to input operational contents of the selected component; and

a correction unit operable to generate <u>motion data for the selected component</u> ~~a corrected stream by replacing the motion data of the selected component~~ with data based on the operational contents inputted by said user interface unit ~~and to output the corrected stream~~, <u>operable to save the generated motion data in an overwriting buffer in said correction unit, operable to generate a synchronized stream by synchronizing the input stream with the generated motion data in the overwriting buffer, and operable to output the synchronized stream as a corrected stream,</u>

wherein the plural components include parts of an object to be operated, the motion data includes a joint angle of the parts, and said correction unit is further operable to correct the joint angle.

39. (Previously Presented) The stream correction apparatus of Claim 38 further comprising a stream data reception unit operable to receive the input stream,

wherein said correction unit is further operable to correct the input stream by replacing the motion data of the selected component with data based on the operational contents before outputting the corrected stream.

40. (Previously Presented) The stream correction apparatus of Claim 39 further comprising a data conversion unit operable to convert the operational contents into second data suited to the motion data of the selected component and to output the second data,

wherein said correction unit is further operable to correct the input stream by replacing the motion data of the selected component with the second data before outputting the corrected stream.

41. (Previously presented) A computer graphics reproduction apparatus for reproducing computer graphics from data of the corrected stream of Claim 39, said apparatus comprising a reproduction unit operable to decode the corrected stream, which is outputted from the correction unit, to reproduce the computer graphics.

42. (Previously presented) A computer graphics display apparatus of Claim 39, further comprising a display unit operable to real time display the computer graphics reproduced by said reproduction unit.

43. (Previously presented) The stream correction apparatus of Claim 38 further

comprising:

a user data transmission unit operable to transmit the selected component and the operational contents of the selected component to a second stream correction apparatus; and

a user data reception unit operable to receive a second component selected by a second user interface unit of the second stream correction apparatus and second operational contents of the second selected component,

wherein said correction unit is further operable to correct the input stream by replacing the motion data of the selected component with data based on the operational contents and replacing motion data of the second selected component with data based on the second operational contents before outputting the corrected stream.

44. (Currently Amended) A stream correction apparatus for receiving an input stream in which motion data of plural components constructing ~~constituting~~ computer graphics are packetized with time information in time sequence, and for correcting a part of the input stream, said apparatus comprising:

a user interface unit operable to select an object or an object part to be operated by a user from among the plural components and to input operational contents of the selected object or object part; and

a correction unit operable to generate motion data for the selected object or object part a ~~corrected stream by replacing the motion data of the selected object or object part~~ with data based on the operational contents inputted by said user interface unit ~~and to output the corrected stream~~,

operable to save the generated motion data in an overwriting buffer in said correction unit, operable to generate a synchronized stream by synchronizing the input stream with the generated motion data in the overwriting buffer, and operable to output the synchronized stream as a corrected stream,

wherein the components include parts of an object to be operated, the motion data includes a joint angle of the parts, and said correction unit is further operable to correct the joint angle.

45. (Previously Presented)   The stream correction apparatus of Claim 44 further comprising a data conversion unit operable to convert the operational contents into second data suited to the motion data of the selected object or object part and to output the second data,

wherein said correction unit is further operable to correct the input stream by replacing the motion data of the selected object or object part with the second data before outputting the corrected stream.

46. (Previously Presented)   The stream correction apparatus of Claim 44, further comprising a data conversion unit operable to convert the operational contents into second data suited to the motion data of the selected object or object part and to output the second data and to use tabled conversion data when converting the operational contents into data suited to the motion data of the selected object or object part.

47. (Previously Presented) The stream correction apparatus of Claim 44, further comprising a data conversion unit operable to convert the operational contents into second data suited to the motion data of the selected object or object part and to output the second data and to use tabled key conversion data when converting the operational contents into data suited to the motion data of the selected object or object part.

48. (Previously Presented) The stream correction apparatus of Claim 44, further comprising a data conversion unit operable to convert the operational contents into second data suited to the motion data of the selected object or object part and to output the second data and to use a pre-taught neural network when converting the operational contents into data suited to the motion data of the selected object or object part.

49. (Previously Presented) A computer graphics reproduction apparatus for reproducing computer graphics from data of the corrected stream of Claim 44, said apparatus comprising a reproduction unit operable to decode the corrected stream, which is outputted from the correction unit, to reproduce the computer graphics.

50. (Previously Presented) A computer graphics display apparatus of Claim 49, further comprising a display unit operable to real time display the computer graphics reproduced by said reproduction unit.

51. (Currently amended)   A transmission and reception system comprising:

a stream transmission apparatus for transmitting a first stream in which motion data of plural components constructing ~~constituting~~ computer graphics are packetized with time information in time sequence; and

a stream correction apparatus for correcting a part of the first stream, said stream correction apparatus comprising a user interface unit and a correction unit,

wherein said user interface unit is operable to select a component to be operated by a user from among the plural components and to input operational contents of the selected component,

wherein said correction unit is operable to generate motion data for the selected component ~~a corrected stream by replacing the motion data of the selected component~~ with data based on the operational contents inputted by said user interface unit ~~and to output the corrected stream~~, is operable to save the generated motion data in an overwriting buffer in said correction unit, is operable to generate a synchronized stream by synchronizing the first stream with the generated motion data in the overwriting buffer, and is operable to output the synchronized stream as a corrected stream, and

wherein the components include parts of an object to be operated, the motion data includes a joint angle of the parts, and said correction unit is further operable to correct the joint angle.

52. (Currently Amended)   A stream correction method for receiving a stream in which motion data of plural components constructing ~~constituting~~ computer graphics are packetized

with time information in time sequence, and correcting a part of the stream, said method comprising:

selecting a component to be operated by a user from among the plural components;

inputting operational contents of the selected component;

correcting the ~~input~~ stream by generating motion data for the selected component ~~replacing the motion data of the selected component~~ with data based on the inputted operational contents;

saving the generated motion data in an overwriting buffer;

generating a synchronized stream by synchronizing the stream with the generated motion data in the overwriting buffer; and

outputting the synchronized stream as a corrected input stream,

wherein the components include parts of an object to be operated, the motion data includes a joint angle of the parts, and said correcting further corrects the joint angle.

53. (Currently Amended) A computer graphics reproduction method for receiving a stream in which motion data of plural components constructing ~~constituting~~ computer graphics are packetized with time information in time sequence, and reproducing the computer graphics in which a part of the stream is corrected, said method comprising:

selecting a component to be operated by a user from among the plural components;

inputting operational contents of the selected component;

correcting the ~~input~~ stream by generating motion data for the selected component

~~replacing the motion data of the selected component~~ with data based on the inputted operational contents;

saving the generated motion data in an overwriting buffer;

generating a synchronized stream by synchronizing the stream with the generated motion data in the overwriting buffer;

outputting the synchronized stream as a corrected input stream; and

reproducing the computer graphics by decoding the outputted corrected input stream,

wherein the components include parts of an object to be operated, the motion data includes a joint angle of the parts, and said correcting further corrects the joint angle.

54. (Currently Amended) A computer graphics display method for receiving a stream in which motion data of plural component constructing ~~constituting~~ computer graphics are packetized with time information in time sequence, reproducing the computer graphics in which a part of the stream is corrected, and displaying the computer graphics, said method comprising:

selecting a component to be operated by a user from among the plural components;

inputting operational contents of the selected component;

correcting the ~~input~~ stream by generating motion data for the selected component ~~replacing the motion data of the selected component~~ with data based on the inputted operational contents;

saving the generated motion data in an overwriting buffer;

generating a synchronized stream by synchronizing the stream with the generated motion

data in the overwriting buffer; and

outputting the synchronized stream as a corrected input stream;

reproducing the computer graphics by decoding the outputted corrected input stream; and

displaying, in real time, the reproduced computer graphics,

wherein the components include parts of an object to be operated, the motion data

includes a joint angle of the parts, and said correcting further corrects the joint angle.

55. (Currently Amended) A data storage medium having computer readable instructions

stored thereon, the computer readable instructions being capable of instructing a computer to

perform a stream correction process of receiving a stream in which motion data of plural

components constituting computer graphics are packetized with time information in time

sequence and to correct a part of the stream, the computer readable instructions comprising

instructions capable of instructing a computer to:

select a component to be operated by a user from among the plural components;

input operational contents of the selected component;

correct the ~~input~~ stream by generating motion data for the selected component ~~replacing~~

~~the motion data of the selected component~~ with data based on the inputted operational contents;

save the generated motion data in an overwriting buffer;

generate a synchronized stream by synchronizing the stream with the generated motion

data in the overwriting buffer; and

output the synchronized stream as a corrected input stream,

wherein the components include parts of an object to be operated, the motion data includes a joint angle of the parts, and said correcting further corrects the joint angle.

56. (Currently Amended) A data storage medium having computer readable instructions stored thereon, the computer readable instructions being capable of instructing a computer to perform a computer graphics reproduction process of receiving a stream in which motion data of plural components constituting computer graphics are packetized with time information in time sequence and to reproduce the computer graphics in which a part of the stream is corrected, the computer readable instructions comprising instructions capable of instructing a computer to:

select a component to be operated by a user from among the plural components;

input operational contents of the selected component;

correct the ~~input~~ stream by <u>generating motion data for the selected component</u> ~~replacing the motion data of the selected component~~ with data based on the inputted operational contents;

<u>save the generated motion data in an overwriting buffer;</u>

<u>generate a synchronized stream by synchronizing the stream with the generated motion data in the overwriting buffer;</u> and

output the <u>synchronized stream as a</u> corrected input stream; and

reproduce the computer graphics by decoding the outputted corrected input stream,

wherein the components include parts of an object to be operated, the motion data includes a joint angle of the parts, and said correcting further corrects the joint angle.

- 11 -

57. (Currently Amended) A data storage medium having computer readable instructions stored thereon, the computer readable instructions being capable of instructing a computer to perform a computer graphics display process of receiving a stream in which motion data of plural components constituting computer graphics are packetized with time information in time sequence, to reproduce the computer graphics in which a part of the stream is corrected and to display the computer graphics, the computer readable instructions comprising instructions capable of instructing a computer to:

select a component to be operated by a user from among the plural components;

input operational contents of the selected component;

correct the ~~input~~ stream by <u>generating motion data for the selected component</u> ~~replacing the motion data of the selected component~~ with data based on the inputted operational contents;

<u>save the generated motion data in an overwriting buffer;</u>

<u>generate a synchronized stream by synchronizing the stream with the generated motion data in the overwriting buffer;</u> and

output the <u>synchronized stream as a</u> corrected input stream;

reproduce the computer graphics by decoding the outputted corrected input stream; and

display, in real time, the reproduced computer graphics,

wherein the components include parts of an object to be operated, the motion data includes a joint angle of the parts, and said correcting further corrects the joint angle.